– ABSTRACT OF THE DISCLOSURE

~~In the present invention, the~~A user can display an appearance selection screen, select an appearance of a game character to be raised, and confirm movement of the game character having a selected appearance. The user then displays a language setting screen to make setting of a conversation language spoken by the game character. Thus the user can set by himself or herself basic parameters (appearance, personality, etc.) of the game character to be raised, so that the user can enjoy various raising patterns even if the same character is used --

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